The Ultimate Uplink Guide v1.2

Welcome to the Ultimate Uplink Guide. This guide contains pretty much everything you will ever need to know to be successful in Uplink, and is designed to help those that have never played the game before to get to grips with it, but also to allow people who know what they are doing to see if there is anything they could do better. It has mission guides, general tips, and although it wont actually contain all the secrets of the game, it will point you in the right direction to finding them your self.

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Section 1 – The Basics

This section describes the basics of the game, how to get started and to hack successfully with out being caught.

1.1 – The HUD

The focus of the whole game, your Heads Up Display.
Along the top, you have the date, the IP you are currently connected to, the CPU usage and Time Controls, and the World Map. Underneath the CPU usage gauge is a list of all software currently running, amount of the CPU they are currently using, and buttons to increase or decrease the CPU usage of each program. The Time Controls are 4 buttons that allow you to pause, and speed up time, and of course, return it to normal. The World Map shows your current connection route, and by clicking on it, you get a large version that allows you to select bounce routes, and buttons to save the routes while the game is still running.

Uplink HUD

At the Bottom of the screen there are 6 Buttons, and an area that holds any email/mission statements you have. The first, and largest of the buttons opens the software menu, allowing you to run any software you currently have in your memory. The rest of the buttons allow you to view your current hardware, files, Personal status, and to send email. When you click one of these buttons, the appropriate display appears to the right.

1.2 – Connection Bouncing

When you attempt to hack any server, you will need to bounce your connection through other servers otherwise you will be traced instantly, and disconnected before you've even gained access.
When you want to connect to a server, go to the World Map, and click on the other servers (Represented by White Squares) around the map before clicking on the machine you want to connect to. This will give you time to do whatever it is you need to do on the server.
The time you get depends on how many servers you bounce through, and what kind of access you have on those servers. A Regular account on a machine, like a Bank Account, (Indicated by the doted lines surrounding the server) will give you longer than a machine that you don't have an account on, and a machine that you have Admin access on (Indicated by the solid box surrounding the server) will give you even longer.
When you start to bounce your connection, it is a good idea to use InterNIC as the first bounce point (i.e. the first server you click on). This will be explained in the next section.

If you find that an area of the map is too cluttered to see what links you are clicking on, you can use the zoom feature to enlarge a section of the map, and make it easier to click the link you need.

1.3 – Being Traced

Almost any server you connect to will try to trace you the second you start hacking their security. The time this trace takes depends on how you have bounced your connection, but in the end, the same thing happens. The trace finishes, you are disconnected, and most likely disavowed, or at least fined and having something added to your criminal record. It's part of your job to finish what ever you are doing before the time reaches 0. For this you need the Trace Tracker, to tell you how long there is before you are traced. You should always give your self enough time to do the job, there's nothing worse then getting half was through a job, to then have to disconnect because you don't have enough time left. The more experienced you become, the better your abilities will get, and the faster you will be able to do things, therefore needing less time. The only thing for this is practice. The more you do, the better you get.

1.4 – Logs

Every time you connect to a server, you create logs. Using these logs, a Company/Hacker can do a 'Passive Trace' on you, by following the logs back through your bounce route and to your machine.
To prevent this, you need to clear your logs. The safest way to do this is to delete your logs from your first bounce point. Because InterNIC's password never changes, and they do not trace you, it is the best server to use for your first bounce point, as you can easily access the server's logs and delete them.
When you go to delete your logs, you must make sure you delete the right ones. The main logs you need to delete are the 'Bounce' logs, and the 'Password Accepted' logs, which look like the following;
'Connection from 127.0.0.1 routed to xxx.xxx.xxx.xxx' (Bounce Log)
'From 127.0.0.1: Password authentication accepted' (Password Accepted Log)
These are the logs you need to delete. It is important that you leave the actual connection logs there though, because you also leave logs when you disconnect, and it would look suspicious if there was a disconnection log but no connection.
By deleting these logs from your first bounce point after every hack, you should never be caught, as long as you aren't too slow in doing it.
Remember, everywhere keeps logs, including Voice Phone Systems. Just because you can't get to the logs, it doesn't mean they aren't there.

1.5 – Server Links

The main thing you will see when you aren't connected to a server is the links screen. This displays all the links that you currently have.
At the bottom of this screen, there is a filter, which allows you to type in a piece of text, and show only the links containing that text. This is useful if you have a large number of links and need to find a specific one.
At either side of each link, there is a blue box. The one on the left has a cross in it. Clicking on this will delete the link from your system, and will no longer show up on the World Map. The one on the right contains 2 circles. Clicking on this will make the box disappear, and then that link will not appear on the World Map, useful if the map is cluttered but you don't want to delete your links.
You can also connect directly to any server, simply by clicking on the appropriate link.
You can find a collection of most of the Links in the game at InterNIC.
Connecting to the InterNIC server, and clicking on the Browse button will bring up a list similar to your own Link display, that contains a huge number of links that you can add to your own list by clicking the blue box with the + symbol in.

1.6 – Uplink Internal Services

This is the most important server in the game, and should be the first one you connect to. This is where you get your Missions, Software, Hardware, Gateways, Agent Rankings and News. These are the guys that provide and maintain your Gateway and upgrade when required. The provide the ability to contact any employers you wish to speak to, in order to get more details on missions, or get higher pay. You will also spend quite a bit of time there watching the news.

1.7 – The Game Over Screen

When your agent is caught, or something else happens that stops him from working, when you try to log in with you character, the Game Over status screen will be displayed. This will contain the information of what you have done during your career.

Section 2 – Uplink Information

This section contains Information about Uplink, such as Uplink Ratings, Neuromancer ratings and how they change, and Software and Hardware Info.

2.1 – Uplink Ratings

This is a list of the Uplink ratings you acquire through the game. You increase your rating by hacking systems and doing jobs. The harder the work you do, the more your rating goes up.

Grade 16 – Registered
Grade 15 – Beginner
Grade 14 – Novice
Grade 13 – Confident
Grade 12 – Intermediate
Grade 11 – Skilled
Grade 10 – Experienced
Grade 9 – Knowledgeable
Grade 8 – Uber-Skilled
Grade 7 – Professional
Grade 6 – Elite
Grade 5 – Mage
Grade 4 – Expert
Grade 3 – Veteran
Grade 2 – Techno-mage
Grade 1 – TERMINAL

2.2 – Neuromancer Ratings

Your Neuromancer Rating is an unofficial rating given to you by the hacker community. It has little effect in the game, though it does say something about your morals as a hacker. If you are the kind of person who will do things that

damage a company, your rating will go up, but if you do things that are bad for other hackers, your rating will drop. And it is A LOT easier to make it drop than it is to make it go up. Doing missions such as 'Destroy a Corporate Database' will improve your Neuromancer rating, where as doing missions like 'Trace a Hacker' will decrease it a lot.

Neutral - Aggressive - Single Minded - Activist - Anarchic – Revolutionary (Good Side)
Neutral - Untrustworthy - Notorious - Indiscriminate - Sociopathic - Morally Bankrupt (Bad Side)

2.3 – Software

Following is a guide of each piece of Software available in Uplink, and how to use it.

Decrypter							
	Version 1	Version 2	Version 3	Version 4	Version 5	Version 6	Version 7
Cost	800c	1200c	1600c	2200c	3000c	7000c	15000c
Size	2Gq	2Gq	2Gq	2Gq	3Gq	4Gq	5Gq
Descripti on	Decrypt files with equal or lower encryption than the version, by clicking on them.						

Decypher			
	Version 1	Version 2	Version 3
Cost	3000c	5000c	8000c
Size	2Gq	2Gq	2Gq
Description	Decypher Elliptic Curve Encryption by clicking on the Cypher box with the program running. Higher versions work faster.		

Dictionary Hacker
Cost: 1000c
Size: 4Gq
Attempts to break passwords with a dictionary file. Used by clicking on the password box with the program running. Not always Successful
File Copier
Cost: 100c
Size: 1Gq
Copies a file, by clicking on the file, then on the memory location you wish to copy too.

File Deleter
Cost: 100c
Size: 1Gq
Deletes a file, by clicking on the file in the memory/file server.

Defrag
Cost: 5000c
Size: 2Gq
Sorts all the files in your memory to optimize free space, by moving files to fill in gaps.

Firewall Bypass					
	Version 1	Version 2	Version 3	Version 4	Version 5
Cost	3000c	4000c	6000c	8000c	10000c
Size	1Gq	1Gq	1Gq	1Gq	1Gq

Description	Bypasses a Firewall with equal or lower level to the version. Open the connection Analyser, and click on the Firewall icon with the Firewall Bypass Selected.

Firewall Disable					
	Version 1	Version 2	Version 3	Version 4	Version 5
Cost	2000c	3000c	4000c	6000c	8000c
Size	1Gq	1Gq	1Gq	2Gq	3Gq
Description	Disables a Firewall with equal or lower level to the version. Simply click the 'Go' button to start the process. A Trace will begin automatically when you use this.				

HUD ConnectionAnalysis
Cost: 20000c
Size: -
Gives you the Connection Analysis menu, and allows you to use Bypassers.

HUD IRC Client
Cost: 4000c
Size: -
Allows you to connect to the Uplink IRC channel online, and talk with other hackers.

HUD MapShowTrace
Cost: 5000c
Size: -
Allows you to see the progress of a trace on the World Map

HUD LAN View
Cost: 50000c
Size: -
Gives you the LAN View menu, which allows you to view systems on a LAN you are currently connected to.

IP Lookup
Cost: 500c
Size: 1Gq
Allows you to enter an IP and that IP is added to your Server Links Automatically.

IP Probe			
	Version 1	Version 2	Version 3
Cost	2000c	4000c	5000c
Size	3Gq	3Gq	3Gq
Description	Allows you to enter an IP, and get information on the types of security at that IP, via Email. Higher versions give more Information		

LAN Probe			
	Version 1	Version 2	Version 3
Cost	15000c	20000c	30000c
Size	3Gq	3Gq	4Gq
Description	Shows you the type, and all connections coming from, any system on a LAN. Higher versions work on higher level systems.		
LAN Scan			

	Version 1	Version 2	Version 3
Cost	10000c	15000c	25000c
Size	2Gq	2Gq	2Gq
Description	Shows you all the system present on a LAN you are connected to. Higher versions work on higher level LANs.		

LAN Spoof			
	Version 1	Version 2	Version 3
Cost	20000c	30000c	45000c
Size	2Gq	3Gq	5Gq
Description	Fools the Network into thinking you are connected to a system, allowing you access to systems protected by Subnets. Higher versions work on higher level systems.		

LAN Force			
	Version 1	Version 2	Version 3
Cost	15000c	20000c	25000c
Size	2Gq	3Gq	4Gq
Description	Opens a lock on a LAN system. Higher versions open higher level Locks. The Systems Administrator will log on if you use this tool.		

Log Deleter				
	Version 1	Version 2	Version 3	Version 4
Cost	500c	1000c	2000c	4000c
Size	1Gq	1Gq	1Gq	1Gq
Description	Deletes a Log by clicking on it. Higher versions become harder to detect, with Version 4 being impossible to detect.			

Log Modifier		
	Version 1	Version 2
Cost	4000c	6000c
Size	2Gq	2Gq
Description	Modify a Log by clicking on it. Version 2 can create new logs from blank spaces.	

Log UnDeleter
Cost: 5000c
Size: 1Gq
Recover deleted logs, or restore modified logs, by clicking on them.

Monitor Bypass					
	Version 1	Version 2	Version 3	Version 4	Version 5
Cost	10000c	12000c	16000c	20000c	25000c
Size	1Gq	1Gq	1Gq	1Gq	1Gq
Description	Bypasses a Monitor with equal or lower level to the version. Open the connection Analyser, and click on the Monitor icon with the Monitor Bypass Selected.				

Password Breaker
Cost: 1500c
Size: 2Gq
Break a password by clicking on the password box.

Proxy Bypass					
	Version 1	Version 2	Version 3	Version 4	Version 5
Cost	6000c	8000c	12000c	16000c	20000c
Size	1Gq	1Gq	1Gq	1Gq	1Gq
Description	Bypasses a Proxy with equal or lower level to the version. Open the connection Analyser, and click on the Proxy icon with the Proxy Bypass Selected.				

Proxy Disable					
	Version 1	Version 2	Version 3	Version 4	Version 5
Cost	3000c	4000c	6000c	8000c	10000c
Size	1Gq	1Gq	1Gq	2Gq	3Gq
Description	Disables a Proxy with equal or lower level to the version. Simply click the 'Go' button to start the process. A Trace will begin automatically when you use this.				

Trace Tracker				
	Version 1	Version 2	Version 3	Version 4
Cost	300c	600c	1400c	2500c
Size	1Gq	1Gq	2Gq	3Gq
Description	Tells you if you are being traced, and how long you have with increasing accuracy as the Version gets higher.			

Voice Analyser
Cost: 5000c
Size: 4Gq
Allows you to record a voice pattern for breaking Voice Verification Security. Find the phone number of the Admin of the system, run this while he's talking, and hit play when you need to play the voice back.

2.4 – Hardware

Here is a run down of what each piece of hardware does, and its cost.

Processors							
	CPU (20Ghz)	CPU (60Ghz)	CPU (80Ghz)	CPU (100Ghz)	CPU (120Ghz)	CPU (150Ghz)	CPU (200Ghz)
Cost	250c	1000c	1300c	3000c	5000c	8000c	12000c
Description	The Faster your processor speed, the faster your gateway can do things, such as break Cyphers.						

Memory				
	Memory (8Gq)	Memory (16Gq)	Memory (24Gq)	Memory (32Gq)
Cost	3000c	5500c	8000c	11000c
Description	The more memory you have the more files you can store at one time.			

Modems						
	Modem (1Gq/s)	Modem (2Gq/s)	Modem (4Gq/s)	Modem (6Gq/s)	Modem (8Gq/s)	Modem (10Gq/s)

Cost	1000c	2000c	4000c	6000c	8000c	10000c
Description	Supposedly makes file transfer faster, though it makes no noticeable difference.					

Security
Gateway Self Destruct.
Cost: 20000c
Fits explosives to your gateway, and gives you a piece of software that can be used to detonate these explosives should the Feds get to close to your gateway.
Gateway Motion Sensor
Cost: 10000c
Fits motion sensing equipment to your Gateway, and gives you a piece of software that allows you to see the status of the Motion Sensor. When run, the Software, a small light appears under the Time Controls. When this light turns yellow, some one is fitting new hardware on your gateway. If it turns Red, the Feds are near your gateway, and you should use the Gateway Nuke.
Note that each one of these pieces of Security is useless without the other. Without the Motion Sensor, you will not know when to use the Gateway Nuke, and without the Gateway Nuke, you won't be able to do anything when you see the Feds coming.
Also, you should never use the Gateway Nuke when the light Isn't Red, otherwise it won't work, and you can still be traced for anything you have done before you used the Nuke.

Gateway Nuke/Motion Sensor

If it worked, you should get this mail

2.5 – Gateways

Following is a guide on all the Gateways available in the game.

Gateway Alpha
Max CPUs: 1
Max Memory: 32Gq
Max Security: 0
Max Bandwidth: 1Gq/s

The gateway you start the game with, and go back to if your gateway is ever destroyed. It's very simple, with only one CPU slot and 32Gq Max Memory space. There is no room for security, and this model cannot handle a better modem. Due to its lack of speed, this Gateway becomes pretty useless as soon as you are

required to do anything even remotely intensive, like cracking an Encryption, and it is recommended you upgrade as soon as possible.
Rating: 4 out of 10

Gateway Alpha ICPU
Max CPUs: 2
Max Memory: 32Gq
Max Security: 0
Max Bandwidth: 1Gq/s

This Gateway is almost exactly the same as the ALPHA, except it has an extra CPU slot, which means it can have double the processor power, and for the low price, is quite a good investment at the start of the game. A lot more versatile than the ALPHA, with the extra CPU it can better handle more strenuous activities, although its lack of memory means you will still be wanting something bigger quite quickly.
Rating: 5 out of 10

Gateway Alpha IMEMORY
Max CPUs: 1
Max Memory: 64Gq
Max Security: 0
Max Bandwidth: 1gq/s

This is the same as the ALPHA but with twice as much memory space. Unfortunately, because it still only has one processor slot, the extra memory won’t do you much good because you won’t be able to do anything else. It’s not bad it you need some extra storage space early on, because it’s quite cheap, but otherwise I would suggest against it.
Rating: 4 out of 10

The VIRTUANET R-Access Gateway
Max CPUs: 2
Max Memory: 48Gq
Max Security: 0
Max Bandwidth: 2Gq/s

The Description says you cannot be caught with this Gateway, though a few people have reported that they have been caught with it. It has 2 CPU slots and enough space for 48Gq of memory, though no space for security. Not to bad for the price, but personally I would save up a little more and go for the next one.
Rating: 6 out of 10

The KRONOS Corp 80-860 Gateway
Max CPUs: 2
Max Memory: 64gq
Max Security: 1
Max Bandwidth: 4Gq/s

Named after the Evil Corporation from the hit Anime series Guyver, this quite a good Gateway to buy as your first one. With double the CPU and Memory space of the ALPHA, space for a 4Gqs Modem and 1 security device, its good value for money, and will see you through most of the missions of difficulty 5 or 6 quite well. The downside is that one security device isn't really much help - Even if you have a motion sensor there is nothing you can do about it when it turns red.
Rating: 7 out of 10

The ZION-780 Series Workstation
Max CPUs: 3

Max Memory: 96Gq
Max Security: 2
Max Bandwidth: 6Gq/s

An excellent Gateway, the ZION has 3 CPU slots, enough space for 96Gq of memory, 2 security devices and a 6Gqs Modem. At Just over 10000c more than the KRONOS, this is excellent value for money. It has enough space to do most database copying missions, enough CPU space to make breaking encryptions nice and quick, and have both security devices available. I highly recommend this gateway as a stopping point before buying the Trinity.
Rating: 9 out of 10

The UNITY High-Security Platform
Max CPUs: 4
Max Memory: 64Gq
Max Security: 4
Max Bandwidth: 6Gq/s

I personally find this Gateway pretty pointless. Its main feature is 4 security device spaces, but since there are only 2 in the game, and having more than one is pointless, this Gateway is just a big waste of time. It also has less memory space than the ZION. Its redeeming feature is that is has 4 CPU slots, but at nearly 70000c I personally think this is the biggest waste of money there is.
Rating: 5 out of 10

The AM-CORE File Server
Max CPUs: 3
Max Memory: 256Gq
Max Security: 2
Max Bandwidth: 6Gq/s

This Gateway has a huge amount of memory space, at 256gq, you will be able to do 2 database missions with this and still have space left. The 3 CPU slots is a bit of a let down, but it is sufficient for most things, though you may be left wanting more power towards the later missions. 2 Security devices make it a nice safe gateway once you have the equipment fitted, but you really have to ask your self, 'Do I really need that much memory?'
Rating: 8 out of 10

The OMEGA Super Computer
Max CPUs: 16
Max Memory: 48Gq
Max Security: 1
Max Bandwidth: 4Gq/s

This computer is really all down to personal Preference. With 16 CPU slots, it’s by far the most powerful Gateway available, but with only 48Gq of Memory space, you won’t have nearly enough space for those 'Copy a Database' missions. A big let down is that it only has 1 security slot, but otherwise, it’s not too bad.
Rating: 8 out of 10

The TRINITY-1686a Gateway
Max CPUs: 8
Max Memory: 128Gq
Max Security: 3
Max Bandwidth: 8Gq/s

My personal favourite, this gateway has everything you could possibly want. With 8 CPU slots, it’s easily fast enough to do anything in the game in a matter of seconds, and 128Gq of Memory space means you have plenty of room for files. The only downside of this gateway, which isn't really important, is the completely pointless 3rd Security slot. All Agents should aspire to own this Gateway.
Rating: 10 out of 10

These are the basic Gateways that come with the game, though there are numerous mods that will add more to the game.

2.6 – Server Types

Following is a list of each type of server, and the kind of security you can expect to find on each server.

Internal Services Machine
This is the most common type of System in the game. They are easy to hack into, and a lot of the missions in the game will involve these systems. They have a File Server, a Console, a Links page, and Log access, as well as a few useless features such as Security viewing and Accounts. Security varies slightly between systems, but they always have a Password screen, and usually have a monitor, as their only main defence so a Password breaker will be sufficient to enter the system. Later on it the game, they start getting Proxy’s and Firewall’s at different levels, so a Bypass or Disabler will be required to change anything on the server. Generally, traces, both active and passive, are slow from these Systems, though a few storyline servers will trace faster.

Central Mainframe
A lot more secure than an Internal Services Machine, though fewer in numbers, Central Mainframe sport a large amount of security, and faster traces. They also only accept connections from ‘Trusted Systems’, meaning systems owned by the same company. That means that in order to be able to connect to one, your last bounce point before the Central Mainframe has to be a server owned by the same company. They always have a Password Screen, some have a Voice Print Analyser, others have Elliptic Curve Cyphers, and some have both. They always have Monitor’s, Proxy’s and Firewall’s of varying levels, though most of them will be level 4 or 5. They have a File Server, Console and Log Access, but these don’t have any Link’s section. Most of the harder missions will involve these servers.

Public Access Servers
These systems can’t be hacked, there is nothing there. All these systems are for is detailing the Admin for the relevant companies systems. This is where you go if you need the phone number of an Admin in order to break through a Voice Print Analyser.

Remote Access Terminals
These do nothing. Period.

Banks
Supposedly one of the most secure types of server in the game, though oddly the easiest to hack. Because using a Monitor Bypass disables all Active Traces, you have all the time you need in the system. Don’t let your self be fooled though, banks have the fastest passive traces in the game, sometimes tracing you in a matter of minutes, so once you are done, you need to work fast to clear your logs.
The accounts section is protected by a Password Screen, using the account number as the user name. Firewalls and Proxy’s of varying levels protect the banks though, so these will need to be circumvented in order to make any changes to an account.

The Admin section is protected by a Password, Voice Print and Elliptic Curve Cypher, and allows you access to the banks connection logs, and also the account number and password of every account at that bank.
Each bank lists their Admin in an 'About' screen, and you have the ability to create a new account as well.

File Servers

A lot of companies have stand alone File Servers used for storing large amounts of data away from the main system. You will mainly uses these when you do 'Copy a Database' missions, as you will have to dump the files that you have copied there. They have no monitor, and although they have a password screen, these servers cannot actually be hacked. The only way to get the passwords for them is to get them via missions. If you do happen to have access to a File Server, they are very useful for backing up your programs, should something bad happen to your gateway and you have files that you cannot get again.

Voice Phone Systems

Basically, dial into a person's phone, and record their voice. You can't hack anything here, but this is where you get the voices for the Voice Print Analyser. Connect to the phone system and run the Voice Analyser to record the voice.

Personal Computers

These serve little purpose. They are there so you know the IP address of someone you need to frame for a crime, that's about it really. They cannot be entered because they do not accept external connections.

Local Area Networks (LANs)

A new type of system, added in version 1.2. They are the most secure type of system in the game, requiring a lot of time and skill to break into them. They have numerous different security features, including the standard ones found on other servers. Expensive software and HUD upgrades will be required before you can even enter these systems, and if you aren't careful, the systems admin will log on and hunt you down on the system. These systems will appear in later missions and in the story line as well.

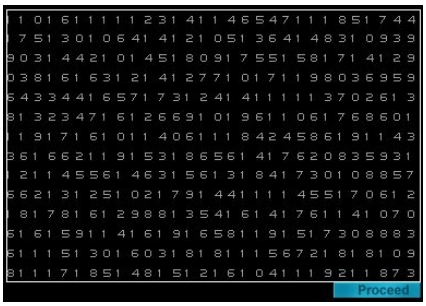
2.7 – Security Systems

There are multiple security systems in Uplink, and each of them needs to be tackled in a different way. Here is a list of each type of security and how to get round it.

Login/Password Screen

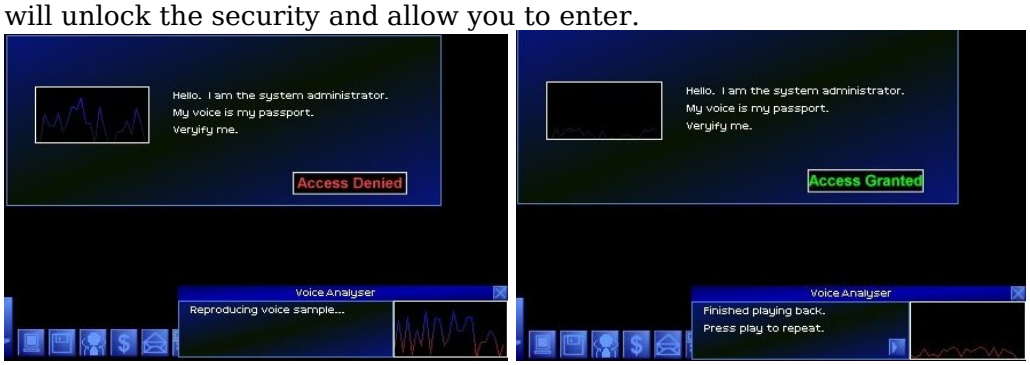
The most common form of security you will come across. This is easily defeated by using the Password Breaker on it. The only variation in the power of this security is the amount of time it takes to break the password, on more secure systems it will take longer.

Elliptic Curve Cypher
A Complex, hard to crack Cypher, represented by a screen of numbers that cancel to 0 as it is cracked. To get past this you will need a Decypher. Once again, the more secure the system, the longer it takes to crack. Cracking these is very CPU intensive, so you should make sure you have a good machine before attempting to hack a server with one of these.



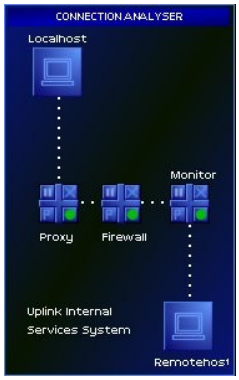
The Elliptic Curve Cypher

Voice Print Analysis
Uses a recorded message of the System Administrators voice, so that only the person with that voice can access the system. This is defeated by using a Voice Analyser, with the appropriate voice recorded into it. Simply playing sample back will unlock the security and allow you to enter.



The Voice Analysis

Monitors
Most systems in the game have a monitor. It is what tells the company that someone is trying to hack into their system so that they can trace you while you are still attempting to enter the server. These are overcome using a Monitor Bypass, though the Bypass has to be of equal or higher level to the Monitor itself. If the Monitor is bypassed, you can break all of the systems security before they begin tracing you.
Proxy's/Firewall's
A lot of systems have either a Proxy, or and Proxy and a firewall. These don't do anything to stop you form accessing the system, but they do stop you from modifying anything on that system should you gain access. There are 2 ways around these. The Bypass, which works in the exact same way as the Monitor Bypass, and the Disabler. The Disabler will stop a security device from working while you are connected to the server, allowing you to modify the files or records on the server. They do, however, take time to work, and will alert the company to your presence almost instantly.



2.8 – Console Commands

On a lot of the servers in Uplink, there are consoles that allow you to manually enter commands to the system. Following is a list of commands that can be used in the console, and what they do.

Help – display a list of commands
cd <directory> - opens a directory
cd .. – closes the current directory
Delete – delete the whole contents of the currently open directory
Shutdown – Shuts down the system.
Disconnect – disconnects from the system
Exit – exits the console and returns to the menu
Run <program> - runs the program you entered. (only works from the usr directory)

It is worth noting, that while the console may still be performing the task you told it to, you can still enter commands, which will be executed in the order they are entered after the current process is finished.

2.9 – Changing Your Records

During the game, you will have the ability to change your Academic, Social, and Criminal records. For the most part this will have little effect, though it can be rather fun to give your self numerous first class degrees ☺
However, should you ever wind up with a criminal record, you may find it difficult getting a good job. What you will need to do in order to rectify this situation, is hack the Global Criminal Data, access your record, and delete anything on it. Once you have done this, you will be able to take jobs normally again.

2.10 – User Accounts

Certain systems have other user accounts than Admin that you can hack into. The main ones are the International Academic Database, Social Security Database, and Global Criminal Database. These systems have 2 other accounts you can hack; readwrite, and readonly. You can access these accounts by entering these names into the user name box of the password screen before using the password breaker. The advantage of using these is that you are not traced when you enter a system with these accounts (provided you use the Monitor Bypass). The disadvantage is that you cannot access the admin section of the system (which means you can’t directly access the systems logs). It is entirely down to personal preference which you use when hacking these systems, but it can make life easier not having to worry about being traced when you have a lot of work to do on the system.

Section 3 – Mission Guides

This Section contains a walkthrough for every standard mission in the game. Each one is titled with a general description of the mission, and has the actual description from the game, the required rating to be able to do this mission (Note: You may have to contact the employers to be able to accept at this level), the difficulty rating and the required software to be able to complete the mission. There are also notes for any missions that have extra details to them.

Copy a file
Mission Descriptions:
Access a remote system and copy important data files
Steal important data from a rival companies file server
Gain Access to a rival system and steal research files

Ranking: Beginner (Novice)
Difficulty Rating: 2 (3)
Required Software: Password Breaker, File Copier (Decrypter)

Dead easy, just bounce your way to the target server, use a password breaker to gain access, enter the file server, and copy the relevant file to your memory. The simply attach the file to the reply email. Once you reach Novice, this mission will sometimes require you to decrypt the file before sending it. You can tell this because the difficulty will be 3 and the Pay will be higher.

NOTES: If the file is not there, you have to abandon the mission, as it has been deleted either by you at an earlier point, or by an NPC hacker.
This is the exact same type of mission as the test mission.
Before you copy the file from the target machine, check the Encryption Level. If it is 8 or higher, then disconnect and abandon the mission, because you can't decrypt anything higher than 7.

Delete a file
Mission Descriptions:
Break into a rival computer system and sabotage files
Hack into a computer and delete Key files
Find and destroy crucial data on a mainframe

Ranking: Beginner

Difficulty Rating: 2
Required Software: Password Breaker, File Deleter

This is another really easy one. Just bounce to the server, password break your way in, enter the file server and use your File Deleter to remove the relevant file. Then just reply to the email.
NOTES: If the file is not there, you can simply reply to the mail and finish the mission without doing any work.

Change Academic Details
Mission Descriptions:
Improve our associates' academic standing
Help us prove a fellow employee is over-rated
Generate a University Degree for a friend
Qualifications required for wealthy professional

Ranking: Novice
Difficulty Rating: 3
Required Software: Password Breaker

Bounce your way to the International Academic Database, and use your password breaker to gain access. Enter the search menu and enter the name you've been given. When it comes up, enter or change the relevant qualification. As a guide, if it says add a qualification, put it in the bottom box (Other Qualifications) and if it says University degree put it in the second box (Graduate Qualifications). When you've made the changes, click the commit button. Then simply send a reply email to receive your payment

Change Social Security Details
Mission Descriptions:
Create part of a new identity
Falsify a Social Security Document

Ranking: Confident
Difficulty Rating: 4 - 5
Required Software: Password Breaker, Proxy Bypass/Proxy Disable v1.0

Connect to the International Social Security Database with as many bounces as possible, as they trace you quite a lot faster than the previous missions, go to InterNIC to get some more addresses if you need to.
Ideally you should have the HUD Connection Analysis upgrade, but it’s unlikely at this point. If you do have it, then activate the Proxy Bypass. Otherwise, start the Proxy Disable. Wait until the second they start tracing you, then start the password breaker as well (make sure your password breaker CPU usage is all the way up), this will make sure your not waiting around for the proxy to be disabled when your inside. When you get in, enter the search section and enter the name you were given. When it comes up, change the relevant details and click the commit button. Then to receive your payment, send a reply email.

Change Criminal Records
Mission Descriptions:
Help to stop a hacker from ever working again
Help to discredit one of our rivals
Clear a criminal record

Ranking: Intermediate
Difficulty Rating: 5
Required Software: Password Breaker, Proxy Bypass/Proxy Disable v1.0, Decypher v1-v3

Connect to the Global Criminal Database (GCD), and click the Log in button. If you have the Proxy Bypass, use it now, if you only have the disable, start it now and wait for the trace to start before continuing. Click the 'Elliptic Curve Encryption Cypher' button, and start the Decypher, making sure the Decypher is turned up to max CPU usage. When it is completed, click the 'Proceed' button, and break the Password with the password Breaker. Once that has finished, click 'Proceed', then enter the search section. Enter the Targets name, and wait for it to come up.
If, for your mission, you are required to clear some ones record, simply click the 'Clear Record Button'. Otherwise, enter what ever conviction you need to, and click 'Add'. When you are finished, disconnect from the server, and reply to the mail to receive your money.

Find Financial Details
Mission Descriptions:
Client interested in financial data on an enemy
Find Financial Details of one of our associates

Ranking: Intermediate
Difficulty Rating: 5
Required Software: Password Breaker
Recommended Software: Monitor Bypass v5

Connect to the bank you are given in the mission statement. If you have the monitor bypass, you will not need many bounces. If you have it, use the monitor bypass. Click on the 'Manage Existing Account' button, and enter the targets account number in the user name field. Use the Password Breaker to gain access to the account. Click on the 'View Account details' button, and note down the amount of money in the persons account. Disconnect from the machine, and reply to the mail. Make sure you type the amount of money in the account at the end of the mail before you send it. If you used the Monitor Bypass, don’t forget to clean up your logs, just because there is no active trace, you can still be passive traced.

Destroy Database
Mission Descriptions:
Destroy corporate data of a rival company
Destroy customer records on a sales system
Destroy rival software in development

Ranking: Intermediate
Difficulty Rating: 5 - 6
Required Software: Password Breaker, Firewall Bypass/Disable v5, Proxy Bypass/Disable v5 (The level of firewall/proxy on these missions differ for each server, some of them have level 5 so it’s best to stick with version 5 bypasses)

Connect to the target, and Bypass/Disable the Firewall and Proxy. Break the password using the Password Breaker. Enter the Admin section, then the console. Once you are in the console, enter the usr directory (type 'cd usr') and then type 'delete' to delete all files on the system. Disconnect and cover your logs, and then go to the Uplink News Page, and wait for news of your hack to appear. Once it does, you can reply to the mail and finish the mission.

NOTES: This mission sometimes targets LAN systems, which means you will need LAN software to be able to complete it.

Copy Database
Mission Descriptions:

Copy large and secure corporate database
Copy proprietary source code database
Steal valuable scientific research documents
Break into high security system and steal customer records

Ranking: Intermediate
Difficulty Rating: 5 - 6
Required Software: Password Breaker, File Copier, Decrypter v7, Proxy Bypass/Disable v5, Firewall Bypass/Disable v5 (you won't always need this one)
Other Requirements: 60-120Gq's of Memory Space

Connect to the server and bypass/disable the Proxy and Firewall (If they have one). Break the password and enter the file server. At the end of the file list, there should be a group of large files (around 8-12Gq) all with .dat at the end. You need to copy all these files to your Memory. When you have finished copying them, disconnect and clear your logs as usual. After that, connect to the file server of the company that hired you, and enter using the password they gave. Copy all the files from your memory to the file server, and use the File Decrypter on them. Once that is done, you can reply to the mail and finish the mission.

NOTES: Before you copy the files from the target machine, check the Encryption Level. If it is 8 or higher, then disconnect and abandon the mission, because you can't decrypt anything higher than 7.
Sometimes, you won't be able to fit all of the files on the file server. Copy as many as you can, and delete the rest. You will still be able to finish the mission, but you will get a little less money.
This mission sometimes targets LAN systems, which means you will need LAN software to be able to complete it.

Trace Balance Transfer
Mission Descriptions:
Trace a recent balance transfer
Trace an unauthorised money transfer

Ranking: Intermediate
Difficulty Rating: 5
Required Software: Password Breaker
Recommended Software: Monitor Bypass v5

Connect to the bank that you are told in the mail. If you have the Monitor Bypass you won't need many bounces. Enter the 'Manage Existing Account' section, and put the account number in as the user name. Break the password, and enter the accounts 'View Statement' section. Somewhere near the top, there should be a large amount of money transferred (normally over 200,000c). You need to note down the account number, and IP of the bank that it was transferred too. Once you have done that, disconnect from the Bank. Connect to the Bank whose IP you got from the statement (you can get the link either from InterNIC or the IP Lookup Tool). Bypass the monitor if you can, and break into the account of the person whose number you noted down. Once you are into the account, go to the 'View Account' section, and note down the name of the Account Owner. Disconnect from the bank, and reply to the mail, making sure you add the Name you noted down before you click send.

NOTES: If you want, you can delete the logs before you connect to the second bank, though if you do the job quick enough, you shouldn't need to.

Destroy a Computer System
Missions Descriptions:

Elite agent required for destruction of computer system

Ranking: Skilled
Difficulty Rating: 6
Required Software: Password Breaker, Voice Analyser, Proxy Bypass/Disable v5, Firewall Bypass/Disable v5

First, go to InterNIC, and look for the Public Access Server of the Target Company. Add this server to your links, and also add the phone number of the system administrator. Connect to the Administrators Voice Phone system, and start the Voice Analyser. Wait till the call has finished and the voice has been recorded, and then disconnect. DO NOT CLOSE THE VOICE ANALYSYER. Now, connect to the Central Mainframe, making sure that the bounce point just before the Target computer is the Public Access server for that company. Use your Bypassers/Disablers on the Proxy and Firewall, and then enter the 'Voice Print Identification' section. Press the play button on the Voice Analyser, and wait for the button to turn green, and then click on it. Enter the Password screen and break the password. Once you are inside the system, enter the console. Open the usr directory (type 'cd usr') then type 'delete'. After that, close the usr directory (type 'cd ..') open the sys directory (type 'cd sys') then 'delete' again. Once this is finished, you can type 'shutdown' and disconnect from the system. Clear your logs, the go to the Uplink News page, and wait for news that the companies system has been destroyed. Once this appears, you can reply to the mail and finish the mission.

NOTES: When typing in the console commands, you don’t have to wait for the current action to finish before typing the next one, as the console will remember what you have typed, and complete the actions in order.

Trace a Hacker
Mission Descriptions:
Trace a hacker who recently broke into our systems
Trace an unauthorised money transfer

Ranking: Experienced
Difficulty Rating: 7
Required Software: Password Breaker, Decypher v3, Voice Analyser, Log Un-Deleter, Proxy Bypass/Disable v5, Firewall Bypass/Disable v5
Other Requirements: Something to note down IP's

To start with, you will need to break into the computer of the company that hired you, as they do not give you sufficient access to view the logs. Once you are into the system you are told in the mission statement, enter the Logs. On the email, there will be a date and time that the hack occurred. This isn’t the actual time, this is the time they first noticed it. Look though the logs, and look for the one with the closest date BEFORE the one you are given. This will be the log you need to trace. Use the Log UnDeleter on that log, note down the IP and the time/date of the log, and disconnect. Enter the IP you noted down into the IP Lookup to add it to your links. Now break into that system, enter the logs, and look for a log that has the same date as the one you noted down (It should be a bounce log). Use the Log UnDeleter on that log, and note down the FIRST IP on the bounce log (the 'From' IP). Disconnect from the system, and repeat this process until you get to a Personal Computer. Reply to the mail, adding the name of the person who owns the computer to the mail.

NOTES: If you take one of these missions, make sure it isn’t more than a couple of hours old, by checking the date it was posted. If the mission is too old, it will be impossible, because the hacker will have gone back and totally removed his logs.

Make sure you delete your logs between every connection. Do not leave all the logs until you have finished the mission as you maybe passive traced before you are finished.
If the Log points to a bank (or it is an Unauthorised Money transfer mission, which starts at the bank) make sure you hack the admin section and not someone's account. The logs you need cannot be found in an account.

Money Transfer
Mission Descriptions:
Our Esteemed colleague wishes to make a donation

Ranking: Experienced
Difficulty Rating: 7 - 8
Required Software: Password Breaker, Proxy Bypass/Disable v5, Firewall Bypass/Disable v5
Recommended Software: Monitor Bypass v5

Connect to the bank told to you in the mission statement. Disable/Bypass the Proxy and Firewall, and the monitor if you can, and break into the account with the Password Breaker, using the account number you were given as the User name. Once you are into the account, enter the 'Transfer Money' section. Type in the Bank IP and account number, and then the amount of money, in the relevant boxes, and once you are sure all the numbers are correct, hit the 'Transfer' button. Reply to the email after you have transferred the money. Despite what the mail says, you don't have to delete the statements, but don't forget to clear your own logs!

IMPORTANT: You must reply to the mail before you delete the transfer logs, or your employer will say you haven't transferred the money.

Ruin Life
Mission Descriptions:
Highly skilled agent required for removal job

Ranking: Knowledgeable
Difficulty Rating: 8
Required Software: Password Breaker, Proxy Bypass/Proxy Disable v1.0, Decypher

Connect to the GCD, and break in as you did in previous missions. Enter the search section, and type the targets name into the search box. When his record comes up, you will need to add 2 criminal convictions (It doesn't matter what, you can have them arrested for anything). Once you have added 2 things, add something with the word 'Parole' in it (i.e. 'Broke Parole'). Once that is done, click the 'Authorise Arrest' button, close the box that pops up, and disconnect from the GCD. Clear your logs, then go to the Uplink News page, and fast forward 3 hours, until the Arrest appears. Once it has, reply to the mail and finish the mission.

NOTES: This mission is really easy, and it is possible to do a large number of them at once. If you want, you can take a group of these missions, and do them all in one connection to the GCD.

Frame a Person for computer crimes
Mission Descriptions:
Frame a user for computer crimes

Ranking: Uber-Skilled
Difficulty Rating: 9 - 10
Required Software: Password Breaker, Proxy Bypass/Proxy Disable v1.0, Decypher

Connect to the GCD, and break in as you did in previous missions. Enter the search section, and type the targets name into the search box. When his record comes up, you will need to add 2 criminal convictions (It doesn't matter what, you can have them arrested for anything). Once you have added 2 things, add something with the word 'Parole' in it (i.e. 'Broke Parole'). Once that is done, click the 'Authorise Arrest' button, close the box that pops up, and disconnect from the GCD. Clear your logs, then go to the Uplink News page, and fast forward 3 hours, until the Arrest appears. Once it has, reply to the mail and finish the mission.

NOTES: This mission is exactly the same as the 'Removal Job' mission, and you can do these at the same time if you wish to do a group of them.

Frame a person for Bank Fraud
Mission Descriptions:
Frame a man for bank fraud

Ranking: Uber-Skilled
Difficulty Rating: 9 - 10
Required Software: Password Breaker, Log Modifier

Connect to the Bank specified in the mission statement, using only 3 or 4 bounces. If you use too many, the mission won't work. WITHOUT bypassing the security, attempt to break the password on the Banks Admin section. When the trace has started, disconnect from the bank after a few seconds.
Now connect to your first bounce point (InterNIC hopefully), break into the admin account and access the logs. Look for your bounce log from the last connection (It should be the third one from the top) and use the Log Modifier on it. Change the log so that the 'From' IP is the one given to you in the mission statement (i.e. Change 127.0.0.1 to whatever IP you have been given). Delete the 'Admin Access' log, and disconnect. Go to the Uplink News page, and fast forward, until news that the target has been arrested for hacking the Bank appears. Once it does, you can reply to the mail and finish the mission.

Frame person for Data Destruction
Mission Descriptions:
Frame a user for destruction of data

Ranking: Uber-Skilled
Difficulty Rating: 9 - 10
Required Software: Password Breaker, Log Modifier, Proxy Bypass/Disable v5, Firewall Bypass/Disable v5, Monitor Bypass v5 (Voice Analyser, Decypher, depending on the security of the system)

Connect to the system given to you in the mission statement. You must only use 3 or 4 bounce points on this mission. If the trace is too long, the mission won't work (you need the trace to be about 25 seconds). Bypass the Proxy, Firewall and Monitor, and then crack the password. After this, you must act quickly.

Enter the console, open the usr directory, and delete the contents (type 'cd usr' then 'delete'). As soon as this is finished, disconnect from the system, and quickly go to your first bounce point (InterNIC hopefully) and break into the Admin account. Look for your bounce log from the last connection (It should be the third one from the top) and use the Log Modifier on it. Change the log so that the 'From' IP is the one given to you in the mission statement (i.e. Change 127.0.0.1 to whatever IP you have been given). Delete the 'Admin Access' log, and disconnect. Go to the Uplink News page, and fast forward, until news that the target has been arrested for hacking the company's system. Once it does, reply to the mail and finish the mission.

NOTES: You will only get a couple of tries at this before it stops appearing in the news and the mission becomes impossible, so make sure you get it right the first time.

3.1 - LANs

Later in the game, some of the missions you will get will require you to hack a LAN system instead of an Internal Services or Central Mainframe system. These systems are hard to hack, require a lot of expensive software, and a lot of time. Every LAN is different, so there is no set way of being able to attack one. You will need to work out the correct course of action you need to take from what systems are present on the LAN. Following is information on each type of system you will come across on a LAN, and what you need to do to get around it.

Router
The first system you will see on any LAN, it connects the LAN to the rest of the Internet. You can do nothing with these systems.

Hub
Connects multiple systems on the LAN together. They have no security, and there is no need to do anything to them, they simply connect more than one system to another, e.g. a Router to the rest of the LAN.

Terminal
A basic computer connected to the network, that the employees of the company you are hacking work at. These server several purposes, though normally they are there to distract you, and waste your time.
On a system that contains a *Wireless Transmitter*, a *Terminal* might contain the frequencies of the *Wireless Receivers* on the LAN. By hacking the *Terminal*, the frequencies will be displayed to you.
Sometimes, *Terminals* also form *Subnets* that protect certain other systems. In order to be able to access these systems, you will need to fool that system into thinking you are part of the *Subnet.* To do this, you will require the LAN Spoof software. By running LAN Spoof on a *Terminal* that's part of a *Subnet*, you can then access systems protected by the *Subnet*.

Lock
Locks prevent you from moving further into a LAN. Before you can progress past the *Lock*, you must deactivate it. There are 2 ways of doing this. The first is to use the LAN Force software on the *Lock*. This is the quickest, easiest way to get past a *lock*, but as soon as you do this, the systems Administrator will log on and begin hunting you through the LAN, and a trace will begin on your connection. The second way is to find the correct *Authentication Server* for the *Lock*, hack into it, and turn of the *locks* your self. This method is more time consuming, as you must first find the *Authentication Server*, and they are often protected by *Subnet's* or hidden on other parts of the LAN. You can tell which *Authentication Server* is correct by the dotted yellow box that appears around it when you have the *lock* selected, along with the words 'Controller'.

Authentication Server
Protected Servers that control *Locks* on the LAN. You can tell which *locks* a particular server controls by the dotted yellow box that appears around each *lock*, along with the words 'Locks/Unlocks'.
The servers themselves are usually protected by a Password and Elliptic Curve Cypher, both of which will need to be broken before you can deactivate any *locks* controlled by the system.

Wireless Transmitter
Radio Transmitters are used when sections of the LAN are separated from each other. When you connect to a *Transmitter*, you will be presented with a screen requesting a radio frequency. When you enter a correct frequency, you will be connected to the relevant *receiver* and be allowed to continue on the other part of the LAN. You can find the frequencies required to operate the *Wireless Transmitters* on the LANs *Terminals*.

Wireless Receiver
These do little other than receive connections from *Wireless Transmitters*. There is nothing to do when connecting to them and simply serve as connections to other points in the LAN.

Modem
Modems act in a similar way to *Transmitters* and *Receivers*, by separating sections of the LAN so you can't directly connect from one to the other. In order to connect to a *Modem*, you will first need to find its phone number. This is stored on a *Terminal* on the LAN. Once you have the phone number, you will need to disconnect from the LAN, enter the phone number *EXACTLY* as it appeared on the system into the *IP Lookup* tool. This will give you a link to the modem. By clicking this link, you will enter the LAN from the *Modem*, and can continue on the system.

Isolation Bridge
An *Isolation Bridge* works in a similar way to an *Authentication Server*, except that instead of controlling one *lock*, it controls 2. One of these *locks* will always be open, and the other will always be closed. When you use the *Isolation Bridge*, the closed *lock* will open and the open one will close.

Subnet
Subnets aren't actually types of system, but groups of *Terminals* used to protect other systems. A system protected by a *Subnet* will not accept connections from anything that isn't a part of that *Subnet.* When you click on a system, 'Valid Subnet' will appear on any systems forming a *Subnet* that's guarding that system, along with a dotted yellow box. To connect to one of these protected systems, you will need to use LAN Spoof to fool the system into thinking you are part of that *Subnet*. Once you have used LAN Spoof, you will be able to connect to the system normally.

File Servers and Log Servers
These do very little in the system, except for, as their names suggest, store file and logs.

Main Server
Your eventual target on the LAN. This is the system that runs the LAN, and any missions you have on a LAN will most likely be targeted at this machine. They are heavily defended, require a Password and Voice ID to connect to them, and when you do connect to them, the System Admin will log on automatically and begin hunting you, as well as starting a trace on your connection. They are laid out the same as Central Mainframe systems when you connect to them; they

have a File Server, Console and Log section. Working your way through the LAN will always lead to this system.

Viewing the LAN
When you first open the LAN Viewer while connected to a LAN, you might find things a little confusing, but things will become simpler as you get used to it. First of all, you have the main window, which shows the LAN itself. Displayed here are any systems you have currently found on the LAN. The dotted line represents your current connect path, and a white box around a system means you are currently connected to that system. To the right is the information box, which will show some info on the system you currently have selected. This box also has 3 options: Back, Reset and Connect (These will be explained later). If you should do something that's attracts attention to what you are doing, the System Administrator will log on. A Red warning message will appear, and a siren will sound. The System Admin is represented by red dotted lines (his connection path) and a red box around a system (the system he is currently connected to). When you connect to a system on the LAN, the LAN viewer will close, and the System will be shown on the main screen. Once you have finished with it, you simply click on the viewer again to continue on your way.

Navigating LANs
In order to connect to systems on a LAN, you will need to make a connection path through the LAN to that system first. When you first connect to a LAN, you will only be able to see the router. The first thing you should do is run LAN Scan. This will show all the systems on the LAN that aren't protected by closed *locks* (If nothing appears, you will need to buy a higher version of LAN Scan). Once this is finished, you should run LAN Probe on the Router to show where it connects to. Run LAN Probe on a few systems to give you an idea of the layout of the LAN. Now you need to make a connection to the first system. From the Router, click the first system connected to it (usually a *Hub*). A dotted line will appear over the connection line to the *Hub*. This line is your connection path. Clicking on another system connected to the *Hub* will extend your path to that system. Continue this process till you reach the first system you need to hack. This is where the 3 options to the right come in. The first option is 'Back'. Use this to move your connection path back to the previous system. The next one is 'Reset'. This will move your connection back to the Router, and reset any access you had on the system (though any opened locks will remain open). The 3rd is 'Connect'. This is what you use to connect to a system you currently have a path to. Click the system, then click connect and the contents of the system will be displayed.

If at any point, the System Admin should log on, he will try and hunt you through the LAN by following your connection. If he reaches the system you are connected to, he will disconnect you from the LAN.

Attacking LANs
The first thing you should remember about LANs is that, just like other systems, they have Proxies and Monitor, which will need bypassing or disabling if you intend to be successful. You should also make sure you have the voice print for the companies Administrator before you connect, as you will need it to enter the *Main Server*. Since every LAN will be different, there is no set way of attacking them, as you don't know what types of security will be on the LAN. Use the above information to tackle each system as it comes. Remember that Using LAN Force or Connecting to the Main Server will cause the Systems Admin to log on, and that a trace will start on your connection. As long as you have the right software, and don't rush and make mistakes, you shouldn't have many problems hacking a LAN. You should also remember that, if the system admin reaches your location in the LAN, you will be cut off, regardless of how long you have left on the trace. You can tell when he logs on because the siren will sound.

Section 4 – Storyline Missions

This section contains details on each of the Storyline missions in the game. Once you have finished the first storyline mission, these will be sent to you automatically during the game. Every time you finish one of these missions, you will get a badge in you Status screen representing the mission.
The storyline starts at about April 14th 2010 when the top Uplink Agent (deceased) sends you an email. In this mail will be a link to ARC Central Mainframe, along with his user name and password. In order to enter the storyline, you must connect to ARC Central Mainframe, and try to hack the system using the Codes that the Agent sent you. The codes wont work, but the act of trying alerts ARC to your presence. Before you do this, make sure you have at least 4Gq of memory space left, or you wont get the file that ARC send you when they contact you. A week or two later, ARC will send you an email offering you a job. Accept this and the storyline begins.

4.1 – Arunmor Missions

You will get these missions if you accept Arunmor's proposal when it is offered to you after ARC ask you to destroy Arunmor's system.

Finish Special Missions, and get little awards.

Backfire
Mission Description: Send a File
Payment: 15000c
Software Requirements: Revelation

Description: After accepting the offer from ARC, wait for Arunmor to give you a counter-offer. Reply to the mail they send you, with Revelation attached, and they will give you 15000c. After completing this mission, you will be on the Arunmor side of the storyline.

Tracer
Mission Description: Upload and run a file.
Payment: 10000c
Software Requirements: File Copier, Password Breaker, Monitor Bypass v5, Proxy Bypass v5, Firewall Bypass v5

Description: First, connect to the Arunmor File Server, and copy the RevelationTracer to your memory. Next, connect to ARC Internal Services Machine, and bypass all the Monitor, Proxy and Firewall. Break the password and enter the File Server. Run your file copier on the RevelationTracer, then copy it to the File Server, then go to the Console. Enter the usr directory (type 'cd usr') and the run the RevelationTracer (type 'run revelationtracer') and wait for it to say the program is hiding itself. Once this is done, disconnect, clear your logs and reply to the email.

TakeMeToYourLeader
Mission Description: Upload and run a file.
Payment: 30000c
Software Requirements: File Copier, Password Breaker, Monitor Bypass v5, Proxy Bypass v5, Firewall Bypass v5

Description: This mission is almost identical to the last one. If you still have the copy of Revelation that ARC sent you, you can proceed with the mission. Otherwise you will need to connect to Arunmor File Server and get a copy before hand. Connect to Arunmor Internal Services Machine and bypass the Monitor, Proxy and Firewall. Break the password and enter the File Server. Run your file copier on Revelation, then copy it to the File Server, then go to the Console.

Enter the usr directory (type ‘cd usr’) and the run Revelation (type ‘run revelation’) and wait for the Virus to become active. You will automatically be disconnected when it does, and a red square will appear on the world map. Once this is done, disconnect, clear your logs and reply to the email.

ARCInfiltration
Mission Description: Copy a Database.
Payment: 30000c
Software Requirements: File Copier, Password Breaker, Monitor Bypass v5, Proxy Bypass v5, LAN Scan, LAN Probe, LAN Spoof, Voice Analyser, Decypher, Decrypter v5
Other Requirements: 90Gq Memory Space

Description: Before you connect to ARC Local Area Network, you will need to get the Voice Pattern of the ARC Admin, so go to the ARC Public Access Server to get his number, then connect and record his voice.
Now, go to ARC Local Area Network, and Bypass the Monitor and Proxy. You will now need to work your way through the LAN Since the LAN is randomly generated each time, there is no set way to do this, but you should aim for the *Main Server* system (Refer to Section 3.1 if you need help getting through LANs). When you are in the system, enter the File Server, and at the bottom should be 9 files, 10Gq each, named ARC-Revelation x.dat. These are the files you need to copy. Copy all the files to your memory, disconnect, and clear your logs. Now, connect to the Arunmor File Server and copy all of the files onto it. If there isn’t enough space, delete any useless files that may have appeared. Once you have copied all of the files, use the Decrypter on them, and then you can reply to the mail and finish the mission. If you didn’t have enough memory space for all the files, you will need to make 2 trips.

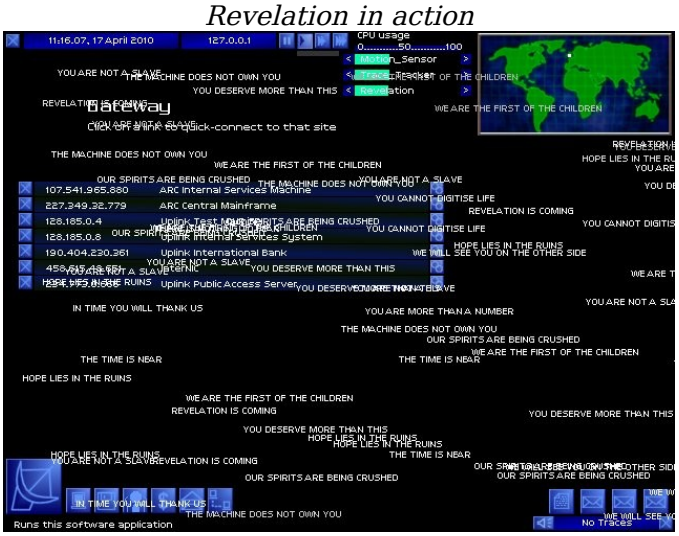
CounterAttack
Mission Description: Destroy Revelation
Payment: 50000c
Required Software: Faith, Revelation Tracker, IP Lookup, Voice Analyser, Decypher, Monitor Bypass v5, Proxy Bypass v5, Firewall Bypass v5, File Copier.

Description: The final Arunmor mission. There is only one way to do this one, and that is quickly. First of all, go to Arunmor’s File Server, and get a copy of Faith and Revelation Tracker. Run Revelation Tracker straight away, as that will give you IP’s of infected systems. Use your IP lookup to get the link from each IP, and connect to the system. Break through what ever security the system has, and enter the file server. Copy Faith to the system, then go into the console and run it. A few seconds later, Revelation should be cleared from the system. Disconnect, and continue doing the same thing until the mission is complete. You do not have time to clear your logs on this one, so make sure you have a Motion Sensor and Gateway Nuke, and that the Motion Sensor is running.
HINTS: Don’t bother with Banks or Central Mainframes. Leave them and let Revelation spread to a system that you can hack quicker (Internal Services). Don’t waste time. Revelation only needs 2 minutes to be able to spread to 2 other systems. Disinfect a system and then move on to the next one.
After you have finished the mission, keep an eye on your Motion Sensor. Since you didn’t have time to cover your logs, you will be traced, so you will need to Nuke your gateway. Its also worth noting that ARC may try and frame you a while after this mission, so you should keep your eye on your motion sensor at all times, or you may well find yourself Disavowed for hacking ARC Central Mainframe when you didn’t do it. You will also have a criminal record that needs clearing if this happens.

Alternate Ways of Fighting Revelation

On the forums, several other ways of fighting the virus have been put forward. Though I've not tested these myself, I'm told they work by others. So, here they are.
1. Instead of running faith on a system, go straight to the console, and shut the system down (by deleting the sys directory and then using the shutdown command). Revelation will still show up on the map, but when the 2 minutes pass, since the system is no longer running, the virus cannot spread and the infection will disappear.
2. When the Revelation outbreak occurs, connect to ARC Central mainframe and crash the system. This will stop the virus from spreading to other computers. You should note that people have said, using this method, that Revelation will start again when the system comes back online.

Revelation in action



Don't let Revelation infect your gateway...

This is the end of the Arunmor side of the storyline. After you have finished this mission, keep your eye on the news for the ending of the story.

4.2 – ARC Missions

You will get these missions if you destroy the Arunmor Internal Services Machine using revelation when they give you the mission.

MaidenFlight
Description: Upload and run a file
Payment: 10000c

Required Software: File Copier, Password Breaker, Monitor Bypass v5, Proxy Bypass v5, Firewall Bypass v5

Connect to Arunmor Internal Services Machine and bypass the Monitor, Proxy and Firewall. Break the password and enter the File Server. Run your file copier on Revelation, then copy it to the File Server, then go to the Console. Enter the usr directory (type 'cd usr') and the run Revelation (type 'run revelation') and wait for the Virus to become active. You will automatically be disconnected when it does, and a red square will appear on the world map. Once this is done, disconnect, clear your logs and reply to the email.

Darwin
Description: Copy a database
Payment: 15000c
Required Software: File Copier, Password Breaker, Monitor Bypass v5, Proxy Bypass v5, LAN Scan, LAN Probe, LAN Spoof, Voice Analyser, Decypher, Decrypter v5

Description: Before you connect to Darwin Local Area Network, you will need to get the Voice Pattern of the Darwin Admin, so go to the Darwin Public Access Server to get his number, then connect and record his voice.
Now, go to Darwin Local Area Network, and Bypass the Monitor and Proxy, You will now need to work your way through the LAN Since the LAN is randomly generated each time, there is no set way to do this, but you should aim for the *Main Server* system (Refer to Section 3.1 if you need help getting through LANs). When you are in the system, enter the File Server, and at the bottom should be 9 files, 10Gq each names Darw-DARWIN x.dat. These are the files you need to copy. Copy all the files to your memory, disconnect, and clear your logs. Now, connect to the ARC File Server and copy all of the files onto it. If there isn't enough space, delete any useless files that may have appeared. Once you have copied all of the files, use the Decrypter on them, and then you can reply to the mail and finish the mission. If you didn't have enough memory space for all the files, you will need to make 2 trips.

SaveItForTheJury
Description: Frame a user for bank fraud
Payment: 20000c
Required Software: Password Breaker, Log Modifier

Description: Using only 3 or 4 bounce points (InterNIC being the first as always), connect to the bank that ARC gave you in the mission statement. Without bypassing any security, enter the password entry and attempt to break the password. Let the trace run until only 7 or 8 seconds remain, and then disconnect. Now quickly connect to InterNIC and enter the log section. Run the log modifier on the bounce log, and change the log so that the 'From' IP is the IP of the Arunmor Technical Director.
As soon as you have done this, delete the Admin Access log and disconnect from InterNIC, then reply to the mail straight away (do not wait for it to appear in the news) to finish the mission.

ShinyHammer
Description: Destroy a database
Payment: 30000c
Required Software: Password Breaker, Voice Analyser, Decypher, Monitor Bypass v5, Proxy Bypass v5, Firewall Bypass v5.

Description: First of all, you will need to get the link for the Arunmor Central Mainframe. You can do this by hacking the Arunmor Internal Services Machine and going to the links section.

Once you have done this, connect to the Arunmor Central Mainframe, bypass the Monitor, Proxy and Firewall, and break through their security. Enter the console, and delete everything from the usr and sys directories, and when that is done, shutdown the system and disconnect. Clear your logs and then reply to the mail (do not wait for it to appear in the news).

GrandTour
Description: Destroy the Internet
Payment: 50000c
Required Software: Revelation, Voice Analyser, Decypher, Monitor Bypass v5, Proxy Bypass v5, Firewall Bypass v5, File Copier.

Description: The final ARC Mission. This mission is made hard by the fact not only do you have to quickly spread Revelation, but you also have Uplink planning to disavow you for working for ARC, and Faith working against you to stop Revelation, so the pressure is even higher. You should be aware that if Faith is a higher version than Revelation at this point, the mission becomes next to impossible, because it doesn't spread. Basically, you have to copy Revelation to every server you can, go to the console, and run it. Don't worry about deleting your logs, because it's game over regardless of the result. You will know when you have been successful, because Revelation will spread to your system.
When you have finished the mission, you can confirm it by checking your agent status to see if you have the GrandTour badge.
HINTS: Stick with the easy systems, like Internal Services to start with.
Be FAST.

This is the last of the ARC missions, and the end of the game. By going with ARC, you have condemned your Agent to the game over screen

Section 5 – Special Servers

Uplink has many unique servers, each of which has something different. Some of them are just a little fun, but others actually contain vital bits of the game. Here is a list of each server, what it's for, and what security you can expect.

5.1 – Important Servers

This is a list of each of the Serious Servers in the game.

InterNIC
Perhaps the most important server in the game. This contains links to almost every other server in the game, which you can add to your Link List. It is also a safe place for your first bounce point. The Admin section has a simple password screen for protection, there is never any trace from this server, and the password never changes.

International Academic Database
This server contains the Academic details of every person in Uplink, including yours. It is used to some earlier missions in the game that require you to help someone get a job, and things similar to that. Security here is very low, there is only a Password entry and Level 1 Monitor, and the traces are very slow.

International Social Security Database
The home of everybody's personal details, such as Birth date, Social Security number and Personal Status. It is used for some low level missions that involve changing people's identities. Security here is quite low, with only a Password and a Level 1 Monitor and Proxy, but the traces are quite fast for the early stages of the game.

Global Criminal Database
This holds the Criminal Records of everybody in Uplink. Used throughout the game for discrediting people, having their lives ruined, or clearing their record. Security his high for the earlier stages of the game, but relatively easy later on. There is a Password, Elliptic Curve Cypher, and a Level 1 Monitor and Proxy.

International Stock Market System
Contains details of the Stock of every company in the game. Here you can create an account, and buy or sell stock on any company you choose. It shows the changes in the Stock values for each company for the last year and the price per share. The Admin section has relatively low security, but since the only thing you can do with Admin access if get to the Logs, its pretty pointless. There is a Password, as well as a Level 1 Monitor and Proxy.

Uplink Public Access Server
This is one of the most pointless Servers in the game. This is where people to go to register as an Uplink agent, but since you do that at the beginning, you can do nothing here. There is nothing to hack, and no real reason to ever go here.

5.2 – Fun/Joke Servers

Following is a list of all the Joke and Fun servers, or otherwise non-important servers in the game, and what you can do there. Most of these can be found at InterNIC, though some you will have to find yourself. This Section contains **Possible Spoilers**.

Steve Jackson Games Server
Put into the game because of the Secret Service Raid on the company, for supposedly making a 'Hacking Guide'. This guide was actually a work of total fiction for a game the company was making, and contained technology that didn't even exist. When you connect to this server, you receive a message saying that this server has been seized by the Secret Service, and that your IP has now been logged. Don't threat however, your IP is not logged, and nothing actually happens from connecting to this server. There is nothing here that can be hacked.

Protovision Game Server (Spoiler)
When you connect to the Protovision Game Server, you are greeted with a Password Screen. After using your Password Breaker on this for 10 minutes, you will have probably realised that this server cannot be hacked in the normal way. This server is actually a reference to the 80's movie 'Wargames',
And when you enter the server, there is a menu with 2 options, 'Wargames' and 'Hints'. Entering the 'Wargames' section will give you a list of games. By clicking on the bottom one (Global Thermonuclear War), you get taken to a World Map with several major cities on it. Clicking on each city will send a red line representing a missile flying towards the city, followed by an explosion. The close button for this screen is underneath the Trace Tracker, should you have it running.
By clicking on the 'Hint' menu, you are given a very cryptic message about the Introversion IP, though this doesn't actually have anything to do with it.

Andromeda Public Access Terminal
When connecting to this server, you will see a button with a '.' on it. If you wait a couple of seconds, the message 'THE TIME IS NEAR' appears.
Click the button to proceed to a menu with 3 options. By looking through these options you will see that this server belongs to some kind of creepy cult that thinks the Internet should be destroyed. This server actually belongs to the same group as ARC (Andromeda Research Corp).

OCP Remote Monitoring System

This server is a reference to the movie 'Robocop'. Connecting to the server will display the 4 Prime Objectives of Robocop, including the 4th, which is classified. There is nothing to do on this server.

Introversion Software
This server belongs to the Creators of Uplink. On it you will find lots of information about things that inspired Uplink and plans for the future. This server is hidden and you must find it yourself.

Section 6 – Hacking Help

Here you will be able to find help on general hacking in Uplink.

6.1 – Bank Hacking

Despite the risks involved, hacking a Bank is relatively easy. As long as you are fast, by following this guide you should have no problems. Before you start, you will need to know an Account Number at the bank you want to hack, your Uplink Bank Account number, and the IP of Uplink International Bank.

1. Connect to the bank, with InterNIC as your first bounce, and bypass the monitor and proxy with Level 5 Bypassers.
2. Break into the account you want to steal from, using the account number as the user name, and the password breaker to get the password. You should not have a trace on you because of the monitor bypass.
3. Enter the transfer screen and transfer money to your Uplink bank account
4. Delete the Statement logs from the account you stole from saying you just transferred money.
5. Connect to Uplink bank, log into your account, bypass monitor and proxy then delete the log saying you received money
6. Connect to InterNIC and delete the bounce logs.
7. Start Spending. You don't have to wait before you can spend the money you just stole.

Note that once you have a password of an account, you don't need the monitor bypass to access it, the bank doesn't trace normal account entries.

6.2 – General Tips

If you have to use a Proxy/Firewall disabler, start it before doing anything else. Wait for the trace to start before proceeding. That way you won't be waiting for it to finish while your clock ticks down and you are in the system.

Don't bother with the Dictionary Hacker; it is a waste of time. Stick with the Password Breaker.

When buying Software, only buy the highest version. If you can't afford the highest, do a couple more jobs until you can. This way you will save your self the trouble and money of upgrading later on. This is especially important with LAN software, as LAN security varies slightly, and there is no guarantee that v1 software will work on even the simplest of LANs.

If you can afford it, buy the Proxy and Firewall Bypass instead of Disable. It may be more expensive, but it will make your life a lot easier.

Don't waste time while doing a job. Anything else you have to do can wait until a job is finished.

Always clear your logs as soon as you have done the mission. If you leave them, you will likely forget and be caught.

ALWAYS keep an eye on your Trace Tracker when doing a job.

Section 7 – Common Bugs

Following is a list of commonly encountered bugs in Uplink, and if there is a known way of fixing/getting around them. This will not have bugs in that are fixed in the v1.01 patch, or bugs in the demo.

Bank Account Bug
Game crashes when creating a new bank account.
Solution: Don't create a bank account. If you want it because of the increased bounce time, simply hack another account on that bank.

Revelation Bug
While doing the final Arunmor mission (Stop Revelation), the game will crash repeatedly.
Solution: None. All you can do is keep loading your game and keep trying. You can avoid the crashes in Counterattack by never using the IP Lookup when you have the world map open

Random Crashes
Unfortunately, the game crashes, seemingly randomly, and there is no explanation.
Solution: Simply reload your game and continue from where you left off.

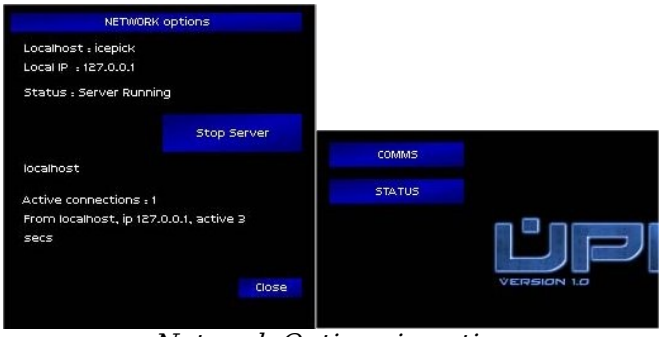
Sample LAN Bug
Due to a small glitch in the sample LAN file, the game crashes when you move the mouse over the sample LAN on the World Map. You can fix this yourself by putting a '-' between the 2 sets of numbers on the modem in the sample.txt file located in patch.dat.

Section 8 – FAQ

Here's a list of commonly asked questions, and the answers.

Q: How do I use the Network Options?
A: Inside the Uplink options menu, there is a Network options section.
This is used for setting up a kind of Multiple Monitor Set (Like the on in The Matrix or Swordfish). As of yet, there is no ability to use this for any kind of multi-player.

To use these options, follow these instructions:
1. On your main computer, load Uplink, and go to the Network options
2. Click on the 'Start Server' Button and then load you game.
3. On another computer connect to the network, enter the Network options, and click the 'Connect to Server' button.
4. Exit the options screen, and on the main Title screen, there should be 2 Blue buttons in the top left corner, one saying 'COMMS' and the other 'STATUS'. Select which ever one you want the monitor to display. It should load the relevant details on to the screen.
5. If you have a second computer connected to the network, repeat steps 3 and 4 and click the other option.
Please note that these network options are un-tested by the Introversion team, and therefore
are likely to be buggy, and may crash a lot.



Network Options in action

Q. Are there any cheats for Uplink?
A. Yes there are, but they are very well hidden, and weren't meant to be included in the game. You may be able to find some hints on how to find them on the Uplink Forum, but even then it is still hard. They were removed in Uplink Version 1.2.

Q. How do I find the Gamebible password/Introversion's IP/[continue list of secrets here]?
A. These are secrets, and should be found your selves. There are numerous hints for most of the secrets on the game around the Uplink Forum; it's just a matter of looking. Be careful though, some of them contain the actual answers, and those of you wanting to work them out for your selves may have things ruined for you.

Q. There are no jobs left on the mission board, what now?
A. If you click the fast forward button (the blue one at the top with the 2 arrows on it), then eventually a mission you can take will appear.

Q. I'm Having graphical Problems with my Kyro II, how can I fix it?
A. Try this, I have been told it works, though I've not tried it myself.

Create a new profile for Uplink in the 3d optimisation tab (under properties for screen, settings tab click advanced then on the optimisation tab).
Click the arrow to create a profile for Uplink. Give the profile a name and browse to find the .exe file for uplink.
Now click the openGL tab and make sure you check the box in front of "use application specified buffering".
Start the game and hopefully there will be no flickering or tearing.
By checking the "Disable Waiting for Vertical Sync" box in the openGL optim.. you might gain some speed in the game.
Tip: Stay clear of the other boxes. In most cases it only makes it worse.

Q: What is in the Uplink Bank/Government Mainframe?
A: They are un-hackable. But even if somehow you did manage to get in, the Government Mainframe is empty, and the Uplink bank has but one account - yours. Sorry, you can't hack it.

Q. I downloaded the patch, but it doesn't work, why not?
A. The patch is simply a replacement exe file. Run the extractor and point it to where ever you installed Uplink. It will then copy the new file over the old one.

Q. I've ordered Uplink, how long will it take to arrive?
A. If you ordered it using a Credit Card, it should take about 2-3 days in the UK, about a week to the Europe and the US (normally less though) and maybe a couple of weeks to other places out side Europe. If you ordered with an International Money order, you should add a couple of days on for the payment to reach Introversion first.

Section 9 – Secrets

There are loads of secrets hidden in Uplink. Here is a list of them, and hints on how to find them. (**Possible Spoilers**)

Gamebible.zip
On the Uplink CD, in the Misc directory, there is a zip file called Gamebible. This file is passworded, and you cannot get the files with out the password.

Hints – You have everything you need when you get the game. Think outside the box.

Introversion's IP
Hidden in Uplink is the Introversion Server, containing lots of interesting information. Unfortunately, you have to find this server yourself as it is not at InterNIC.

Hint – ABH ABH ABH ABH

Meet the Makers
Not much can be said about this without giving it away, so there is just the hint.

Hint – When would you normally 'Meet your maker'?

Caffeine/The Mentors Last Words
A hidden little bonus with some interesting bits on it.

Hint – Look into the Eye.

Revelationcore0.7
The mystery file, deleted from ARC Central Mainframe before you get to it…

Hint – Trace the logs from ARC Central Mainframe.

Gamebible Page 25
If you have managed to get into the Gamebible, page 25 hides a little message.

Hint – Try lightening the image.

Wargames???
If you have looked at the status screen after you have lost an agent, you will have seen that there are 12 special missions, but the storyline missions only cover 10 of those… This is one of the other 2.

Hint – Would you like to play a game?

Wargames???

Mole???
And this is the other secret mission.

Hint – The last place you would think of hacking, because you already have access.

Oh my, where did this come from?

Alternate Plot Entry
There is another way to start the plot, that doesn't involve using the Dead Agents password on ARC Central Mainframe. It's not spectacular, but it's quite interesting.

Hint – What if the dead agents email was never sent out…

Section 10 – The Bonus Disk

Introversion's little gift to all those people who have managed to convince another person to buy Uplink. If you email them your Worldpay Number or Address that Uplink was shipped to, and that of another person who has bought the game, they will send you one of these little goodies. You can now buy the disks as well for a very low price, and its well worth it if you haven't managed to get on through the old method.

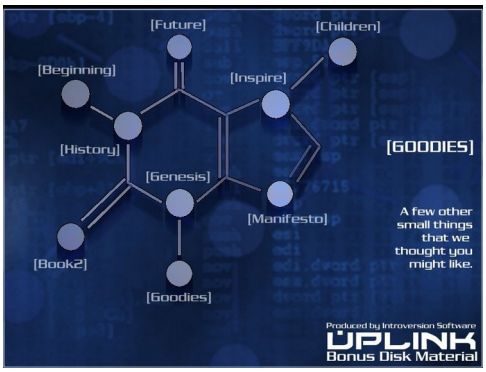
On the CD there are Previous Versions of Uplink, including one that still has 3d graphics! There are loads of pictures, and the music files for the game. There are lots of ideas about Uplink: Online, as well as an Ingame history of Uplink Corp. Also, there are pictures of the Introversion team, so those of you wondering what the guys look like, you need the bonus disk☺.

And finally, the Gamebible. Contained on the bonus disk is Book 2, and how to get book 3, but, surprise surprise, they are encrypted. Both books 2 and 3 have been accessed now, so some help is available on cracking them.

HINTS

Book 2 – You need to use half the information in the world to get into it.

Book 3 – A Classic Encryption Method.



The Bonus Disk Menu

Section 11 – Patch Additions

This section will contain all the changes made in patches to Uplink. Hopefully this section will continually get larger as more and more patches, and thus more features are added to the game.

Patch 1.2

Scroll Bars added.
Ability to change Uplink's resolution added.
Theme menu added to the options screen, allowing you to easily choose which Uplink skin you wish to use.
The Ability to change the colour of the bars in the game added.
Process of adding gateways to the game is simplified.
Defrag tool is added to easily sort files in your memory banks.
Ability to zoom in and out of the World Map is added, to make life easier when the map is cluttered.
IRC Client added to the game, to allow to you connect to the Uplink IRC channel online and talk with others while playing the game.
LANs added to the game, a major new challenge for experienced hackers, requiring new software and skills, and the ability to add your own LANs and companies to the game.
You can no longer delete InterNIC from the Links screen.
A Large list of bug fixes.

Section 12 – Pop Tarts

Pop Tarts are the greatest snack food ever invented (Except Cherry, they suck). Anyone who wants to be a serious Uplink master must eat Pop Tarts everyday. Of course, they must be eaten warm. Anyone who says you can eat Pop Tarts cold must be beaten to death with a spoon right there and then.

12.1 – Pop Tart Flavours

In America, there are all kinds of Crazy Pop Tart flavours. And here they all are
Kellogg's® Pop-Tarts® Toaster Pastries Plain:
Apple Cinnamon
Blueberry
Brown Sugar Cinnamon
Chocolate Chip
Strawberry
Kellogg's® Frosted Pop-Tarts® Toaster Pastries:
Blueberry
Brown Sugar Cinnamon
Cherry
Chocolate Fudge
Chocolate Vanilla Crème
Grape
Raspberry
S'Mores
Strawberry
Wild Berry
Wild Magic Burst
Chocolate Chip (New)
Kellogg's® Frosted Pop-Tarts® Low-Fat Toaster Pastries:
Brown Sugar Cinnamon
Chocolate Fudge
Strawberry
Kellogg's® Pop-Tarts Pastry Swirls®:
Apple Cinnamon
Cheese
Cheese & Cherry
Cinnamon Creme
Strawberry
Kellogg's® Pop-Tarts Snak-Stix†:
Cookies and Creme
Frosted Berry
Frosted Strawberry

Unfortunately, those of us in England only have 5 flavours ☹
Kellogg's® Pop-Tarts® Toaster Pastries
Chocotastic
Strawberry Sensation
Chocomallow
Very Cherry
Vanilla Thrilla

12.2 – Uses for Pop Tarts

Despite the obvious eating, Pop Tarts also have numerous other uses.

1. A Handy Throwing weapon, should anyone try to stop you from playing Uplink
2. Pop Tarts can be turned into a handy Flame Thrower/Blow Torch contraption. http://www.sci.tamucc.edu/~pmichaud/toast/
3. If you get bored, you would be surprised at the number of different ways you can think of for cooking Pop Tarts
4. They provide an excellent excuse to leave the room. "If you will excuse me, my Pop Tarts just popped!"

5. They are an excellent conversation piece.
   http://www.introversion.co.uk/cgi-bin/ikonboard/topic.cgi?forum=1&topic=1329

12.3 – Which Flavour is best?

There will be numerous discussions about this, but that is all irrelevant. Following is the official ratings for the UK Flavours of Pop Tarts.
The Official UK Pop Tart – O – Meter™
Chocotastic – Teh Uber-Win. Best Pop Tarts Ever!
Strawberry Sensation – OK, but no where near as good as Chocotastic.
Chocomallow – Wrong. Evil and wrong.
Very Cherry – The Source of all that is wrong with the World! Avoid Like the Plague
Vanilla Thrilla – Unrated due to lack of Vanilla Pop Tarts. (Though they probably suck)

If you should run across some un-informed individual who disagrees with this, you must correct them immediately. If they still continue to disagree, you must assault them mercilessly with Cherry Pop tarts, while feeding them Chocotastic Pop Tarts, until they agree that Cherry = Bad : Chocotastic = Good.

12.4 – Conclusion

In conclusion, Pop Tarts obviously rule. They taste great and have multiple uses. Anyone who says Pop Tarts are bad must be swiftly and brutally dealt with. And anyone who says that Toaster Struddles are better than Pop Tarts must be beaten to death with their beloved Studdles. You know who you are!
Summary:
Pop Tarts: Good
Everything Else: Bad

Section 13 – Conclusion

So, that's it. That's the end of the Guide. I hope I have covered everything you will need to know about Uplink, but if there is anything I have missed, or you have any questions feel free to contact me.
I am often (read: always) on Uplink's IRC channel as _Icepick_, so you can talk to me there, or you can just stop by and chat to the people. There is normally some one there to talk to, at peak times the place is quite active, and sometimes, Chris Delay, the creator of the game stops by for a chat. You can also email me, or contact me over ICQ.

I will update this guide as it is required, either because I have missed something, a new patch is released, or I think of something else to add.

I would like to thank everybody who has helped contribute to this guide, you know who you are.
So, thank you for reading, I hope it has helped you.

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13.2 – Links

Introversion Software – The Official Uplink Site
Modlink - My site, containing Uplink mods and the latest version of this guide
The Hackers Shadow - The Hackers Shadow, the best Uplink Fan site around

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